

**What is claimed is:**

1. A method to manipulating a digital content which comprises a plurality of object-behaviors, the method at least comprising steps of:
  - 1) providing a behavior sequence which is an order of the object-behaviors being triggered; and
  - 2) triggering the object-behaviors in a proper order based on the behavior sequence.
2. The method of claim 1, wherein the behavior sequence comprises a plurality of information, each information comprises an identification data and an activating time of each object-behavior.
3. The method of claim 1, wherein the behavior is selected at least one from a group consisting of an event, a method and a property.
4. The method of claim 1, further comprising the following steps:
  - 1) stopping trigger the object-behaviors during implementing the behavior sequence; and
  - 2) triggering a specific object-behavior of the digital content by a input device.
5. The method of claim 4, further comprising the following steps:
  - 1) implementing the specific object-behavior and canceling implementing the behavior sequence.
6. The method of claim 1, further comprising the following steps:
  - 1) providing a visible indicating object to indicate the object-behavior being triggered at time during triggering the object-behaviors in a proper order.

7. The method of claim 1, further comprising a voice data relating to the object-behaviors, the method further comprising:
  - 1) playing the voice data during triggering the object-behaviors in a proper order.
8. The method of claim 1, further comprising the following steps:
  - 1) editing the behavior sequence.
9. The method of claim 1, further comprising the following steps:
  - 1) recording the behavior sequence.
10. A system for manipulating a digital content which comprises a plurality of object-behaviors, the system at least comprising:
  - 1) a memory, for storing the digital content and a behavior sequence which is an order of the object-behaviors being triggered; and
  - 2) a center process unit, for implementing a behavior playing mechanism to trigger the object-behaviors in a proper order based on the behavior sequence.
11. The system of claim 10, wherein the behavior is selected at least one from a group consisting of an event, a method and a property.
12. The system of claim 10, further comprising an input device for stopping trigger the object-behaviors during implementing the behavior sequence; and triggering a specific object-behavior of the digital content.
13. The system of claim 12, wherein the center process unit further implements the specific object-behavior and cancels implementing the behavior sequence.
14. The system of claim 10, further comprising a visible indicating object to indicate the object-behavior being triggered at time during the center process unit triggering the object-

behaviors in a proper order.

15. The system of claim 10, wherein the memory further stores a voice data relating to the object-behaviors, and the center process unit further plays the voice data during triggering the object-behaviors in a proper order.
16. The system of claim 10, further comprising an input device, the center process unit further implementing a behavior editing mechanism to edit the behavior sequence by using the input device.
17. The system of claim 10, wherein the center process unit further implementing a behavior recording mechanism to record the behavior sequence.
18. The system of claim 10, wherein the behavior sequence comprises a plurality of information, each information comprises an identification data and an activating time of each object-behavior.
19. A website system for manipulating a digital content in a client computer, the digital content comprising a plurality of object-behaviors, the website system at least comprising:
  - 1) a communication interface for setting up a communication link with the client computer;
  - 2) a memory, for storing the digital content and a behavior sequence which is an order of the object-behaviors being triggered, the digital content and the behavior sequence downloading to the client computer via the communication link through the communication interface; and
  - 3) a behavior playing mechanism which is downloaded to the client computer via the communication link through the communication interface, for triggering the object-behaviors in a proper order based on the behavior sequence.
20. The website system of claim 19, wherein the behavior is selected at least one from a group

consisting of an event, a method and a property.

21. The website system of claim 19, wherein the client computer further comprises an input device for stopping trigger the object-behaviors during implementing the behavior sequence, and for triggering a specific object-behavior of the digital content.
22. The website system of claim 21, wherein when implements the specific object-behavior, implementing the behavior sequence being canceled.
23. The website system of claim 19, further comprising a visible indicating object which is downloaded to the client computer via the communication link through the communication interface, for indicating the object-behavior being triggered at time during triggering the object-behaviors in a proper order.
24. The website system of claim 19, further comprising a voice playing mechanism which is downloaded to the client computer via the communication link through the communication interface, wherein the memory further stores a voice data relating to the object-behaviors, the voice data downloading to the client computer via the communication link through the communication interface, and the voice playing mechanism further plays the voice data during triggering the object-behaviors in a proper order.
25. The website system of claim 19, further comprising a behavior editing mechanism which is downloaded to the client computer via the communication link through the communication interface, for editing the behavior sequence.
26. The website system of claim 19, further comprising a behavior recording mechanism which is downloaded to the client computer via the communication link through the communication interface, for recording the behavior sequence.
27. The website system of claim 19, wherein the behavior sequence comprises a plurality of information, each information comprises an identification data and an activating time of each

object-behavior.